What Is Guys?
Guys is a game that requires quick thinking and reflexes
and will thoroughly test your mouse skills.

This is a pre-release demo version of Guys! The release version will have more features
and will include a level editor so you can design your own levels to frustrate your
friends.
If you have comments about this game or if you think you might be interested in seeing
our other titles, please respond to this address:

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Contents

Playing Guys!
The object of Guys! is to lead the guys through the playfield to the exit.

The playfield is a mazelike structure made up of blocks topped with arrows.
An arrow indicates the direction a guy will move when he steps on a block.
If the arrow points to the edge of the block and not to another block, the guy will fall off the edge and splatter on the ground below.

Because of this lemming-like behavior, it is your responsibility to change any arrows that might lead to disaster while leading the guys to the exit block. Once the necessary number of guys have reached the exit, the score will be shown and you may then advance to the next level.

Before each level starts, there will be a brief delay before the guys start moving.
This gives you a chance to change some arrows before the action begins, sort of a head-start.

The Ethics Of Guys!
Certain rules apply to make Guys! more challanging.
If two guys collide with each other, they will combine to form a Mutant.
Mutants follow the same rules as guys, with the exception that they change any arrow they pass over (after they have 'read' it) to a random direction.
This can cause problems if they are on the path ahead of the other guys, so it is best to destroy Mutants as quickly as possible by leading them over the edge.

If a guy passes over an arrow that sends him back in the direction he just came from, he will change that arrow to point in a random direction after having 'read' it.
This prevents you from putting the guys 'on hold' with two arrows pointing to each other.

Each level has a set number of guys that must be saved.
This is not necessarily all the guys on that level, i.e. it may only be necessary to save 3 of 5 guys to advance.
Note that Mutants do not count either for points or for saves.

Each level also has a set speed that the guys will travel, so don't be surprised if the next level is faster than the previous.
Also, if you don't change any arrows for a period of time (about 7-8 seconds) the guys will speed up. To slow them down again, change an arrow.
This feature was implemented so that once you have all the guys on course   you don't have to wait long for them to all reach the exit.

See also
Using The Mouse
Character Descriptions

Using The Mouse
To change an arrow, first position the cursor over the block you want to change (the cursor is a square with the hot-spot in the center).

You may then rotate the arrow clockwise by pressing the right mouse button, or counter-clockwise by pressing the left.

Even if a guy is on top of an arrow you may still change it's direction. You may change any arrow at any time.

Note that the cursor contains a small arrow which matches the block it is over.
This is so that if a guy is covering the arrow, you can still see which way it points.

Scoring
At the end of each level, your score will be tallied.
Mutants and deaths don't count for any points.
Each guy is worth a different number of points based on color:

20 pts
40 pts
60 pts
80 pts

Keyboard Commands
The keyboard commands for Guys! are very simple. There are none.
Only the usual menu and button commands work (when applicable).

Hints And Tips
Use the initial delay period before the guys start moving to set as many arrows ahead as you can.
Be sure that the arrows that the guys start on don't lead off the edge!

Try to give each guy a different path to the exit. This will prevent collisions and mutations.
If there is only a single path possible to the exit, try to give some guys the 'scenic route' by forcing them to take extra corners.

Once you have a path set to the exit, keep an eye on the first guy in case you made a mistake.

While you cannot keep a guy 'on hold' by pointing two arrows at each other, you can put him into a circular pattern provided there is enough space.

Be careful when changing an arrow at the same time a guy is moving over it. If you are rotating it around as he is reading it there is a chance he will go off in an undesired direction.

Character Descriptions
Here are the playing pieces and a description of each:

The Arrows - Change these to direct the Guys

The Guys - Lead them to the exit
Mutant - Kill this quickly
Dead Guy - A guy walked off the edge
The Exit - Lead the Guys here
Block - Keep the guys on top of these

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Guys! is copyright I.V.S. Entertainment Software.
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Some of the features in the release version of guys will include:

Hazards such as spinning arrows, bug zappers, moving exits, and smart cannibalistic mutants.

User selectable options.

Bonus goodies such as extra time delays, multiple exits, smart helpful guys, and a scoring system that gives you something more to shoot for than just a higher score.

Sound using the multimedia functions availble in Windows 3.1 (hopefully!)

And whatever else I can think of, along with whatever ideas YOU send me!

CONTACT US!
Your comments and orders are appreciated.
If response is good, the software is good. Without user support, we have no reason to support the Windows/DOS environment.

The release version of Guys! is $12 (includes mailing costs).
Money orders ship immediately.
Thank you for your support!